

FIG. 1

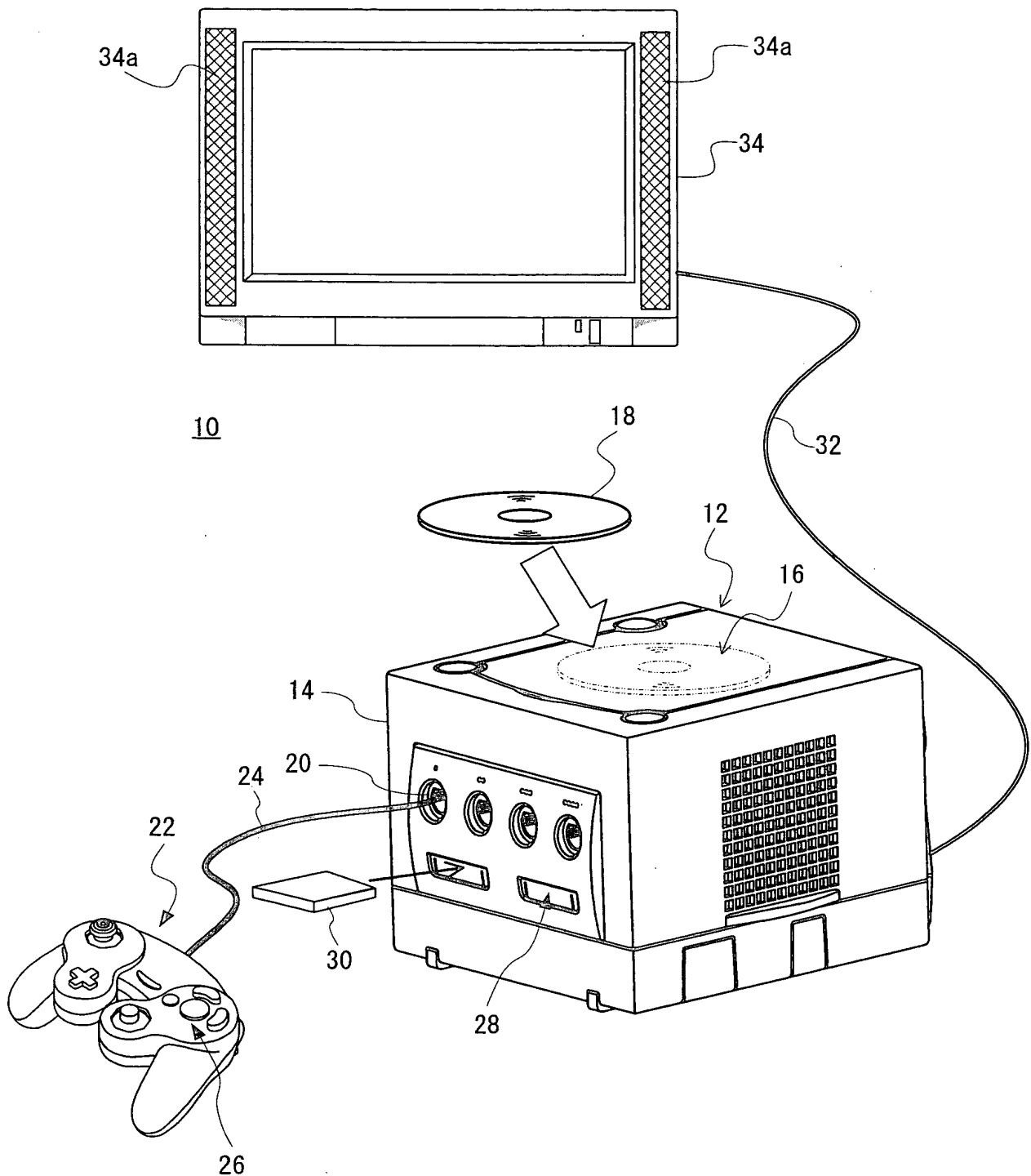


FIG. 2

12

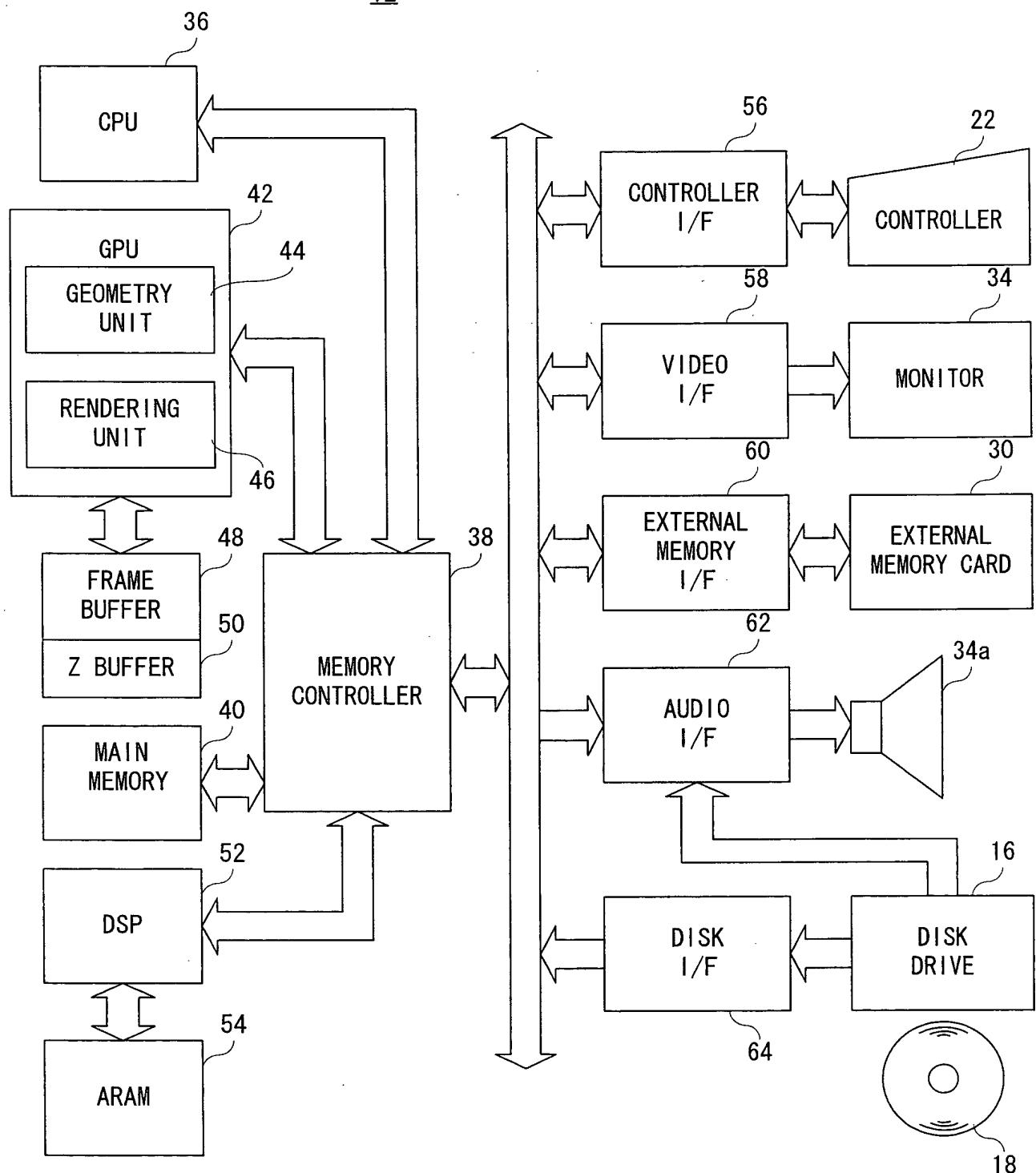


FIG. 3

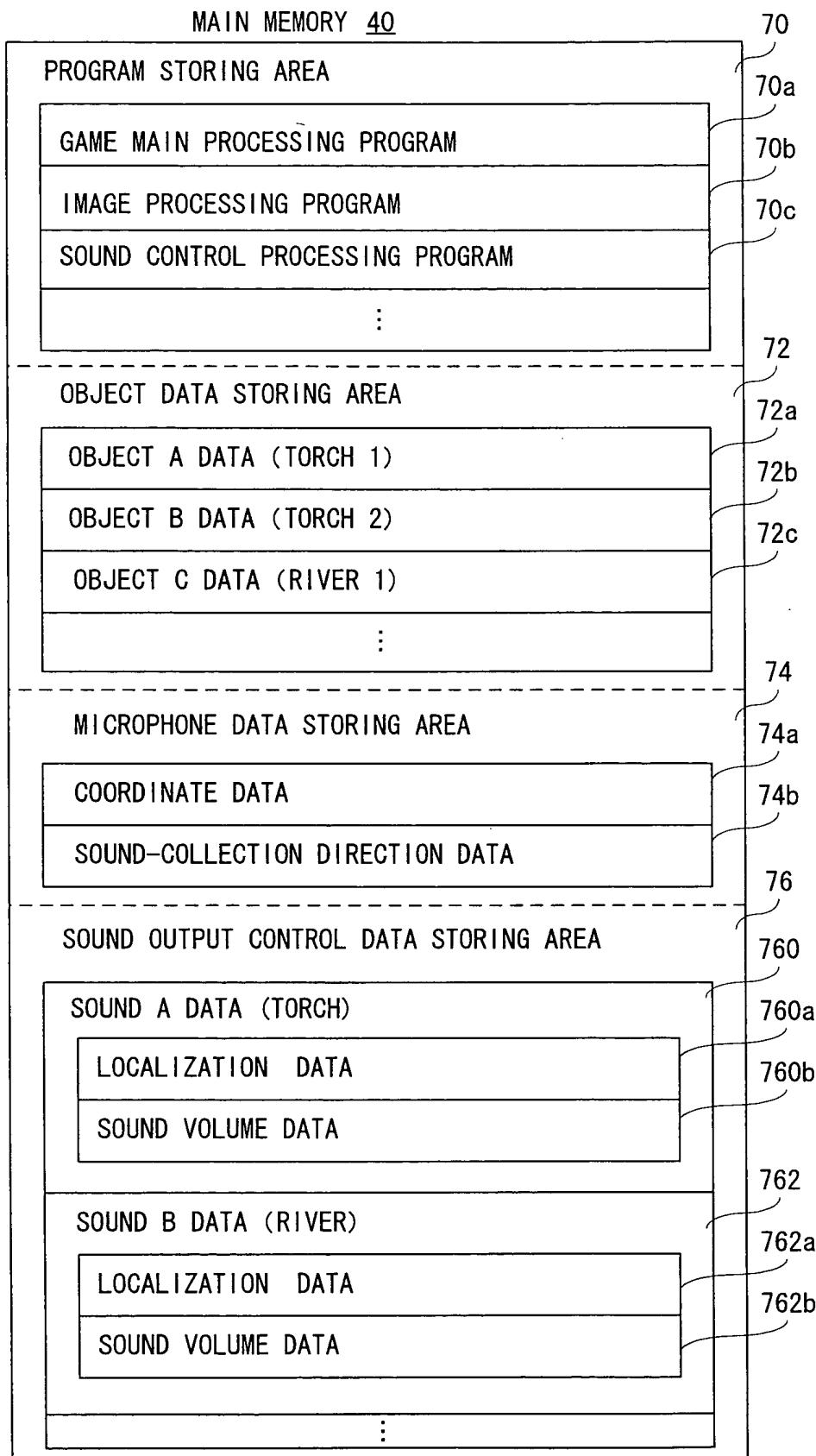


FIG. 4

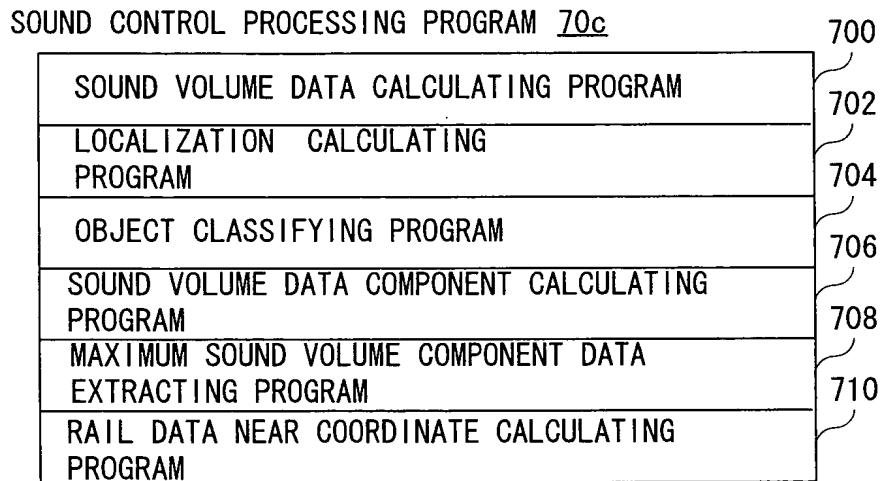


FIG. 6

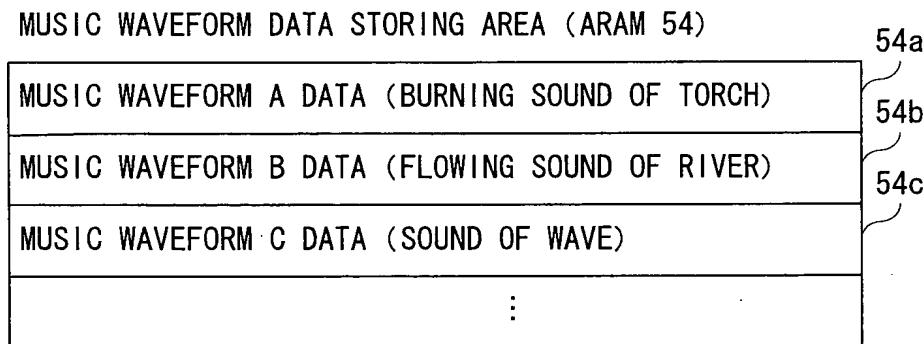


FIG. 5

OBJECT DATA STORING AREA 72

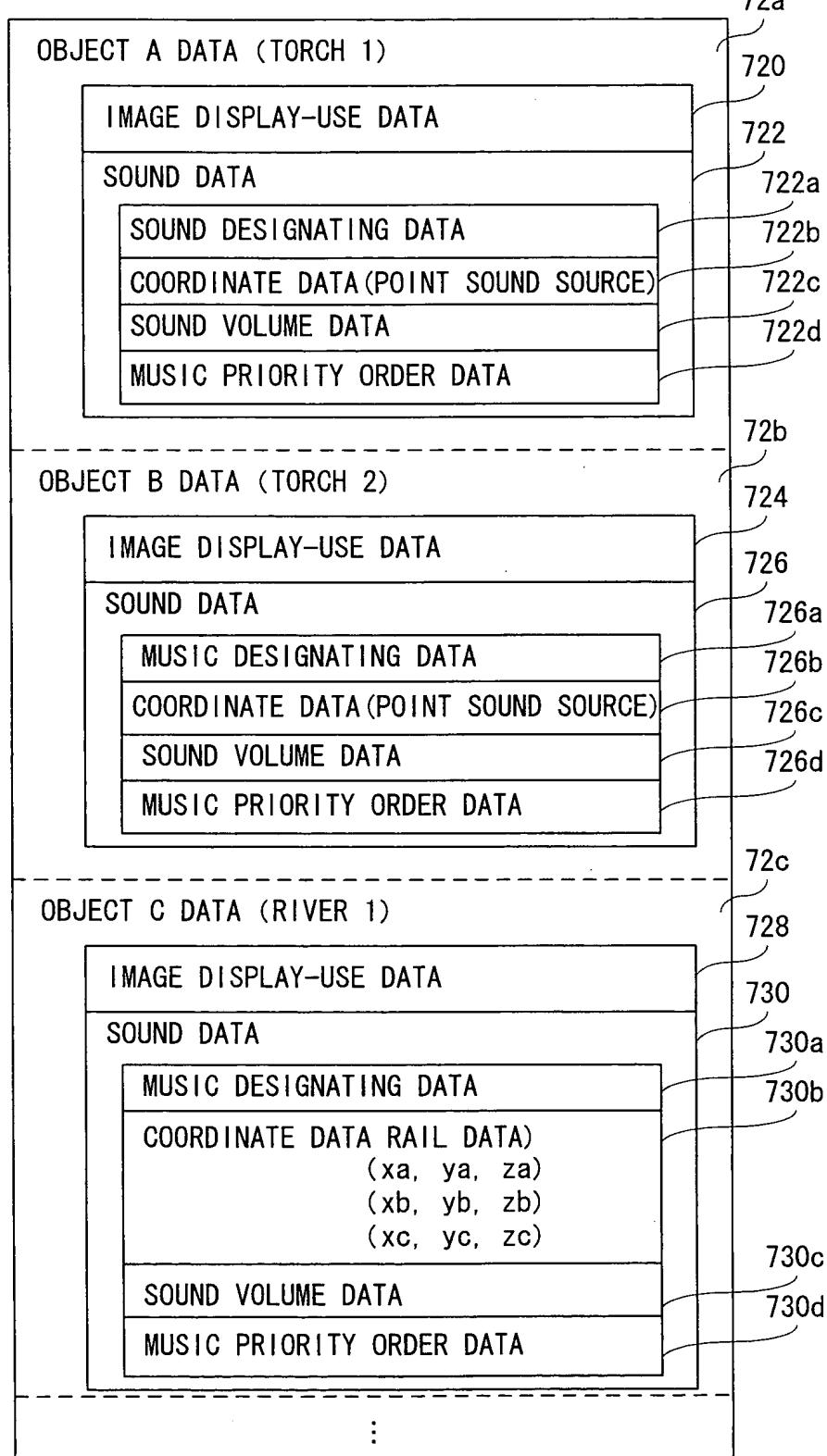


FIG. 7

GAME SCREEN 80

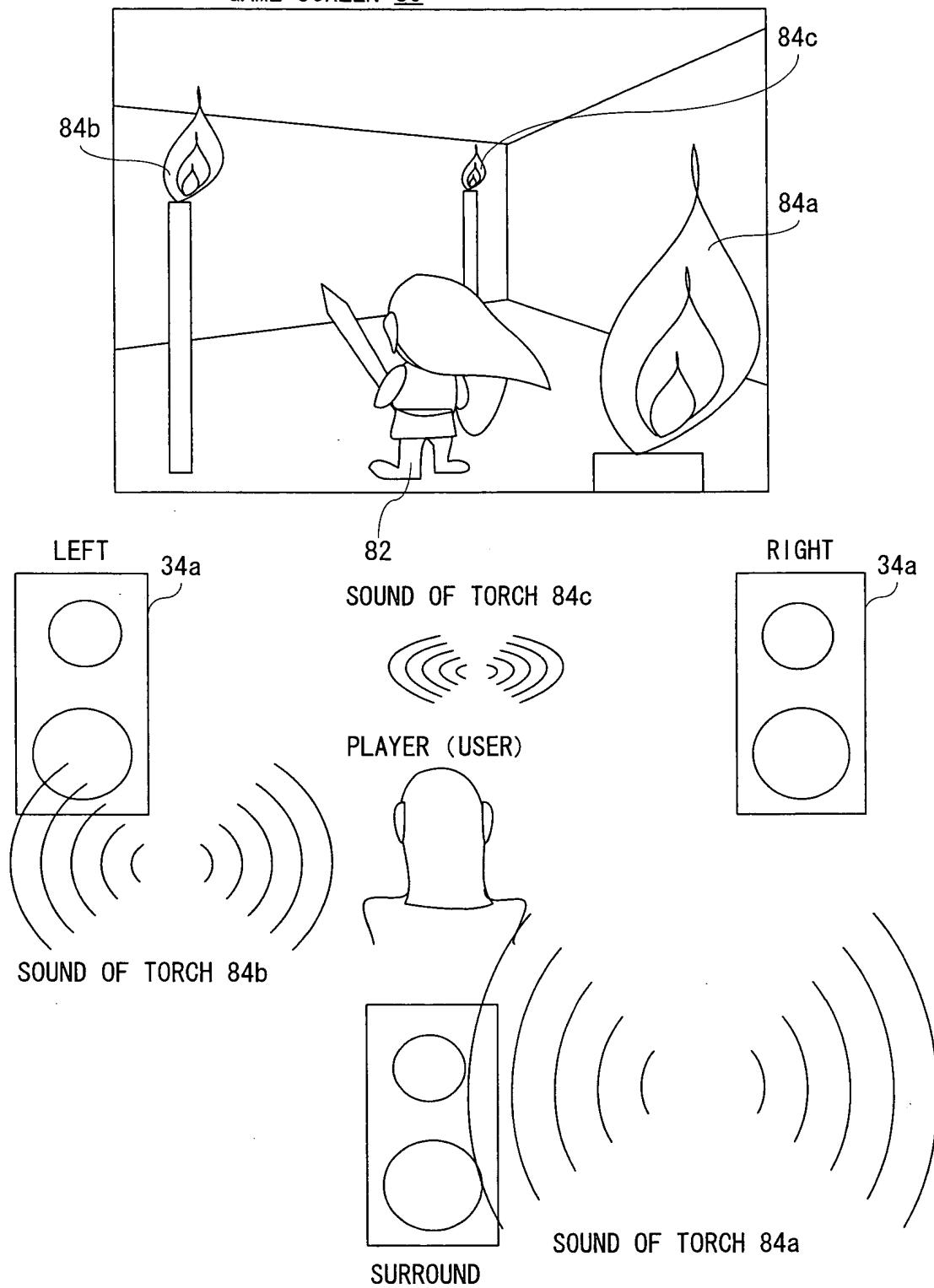


FIG. 8

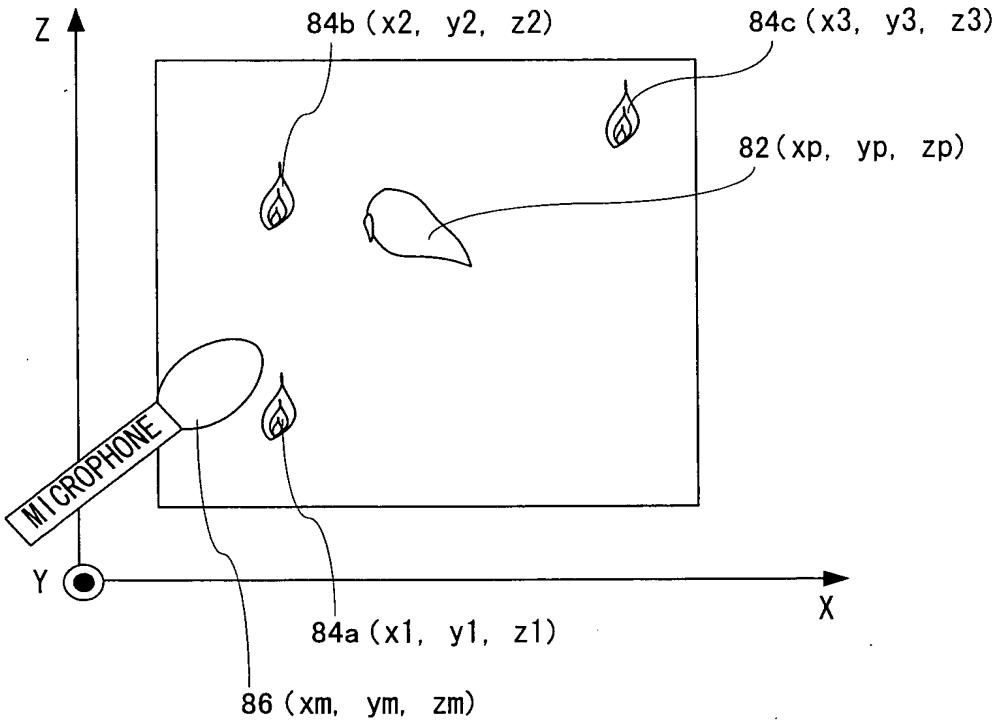


FIG. 9

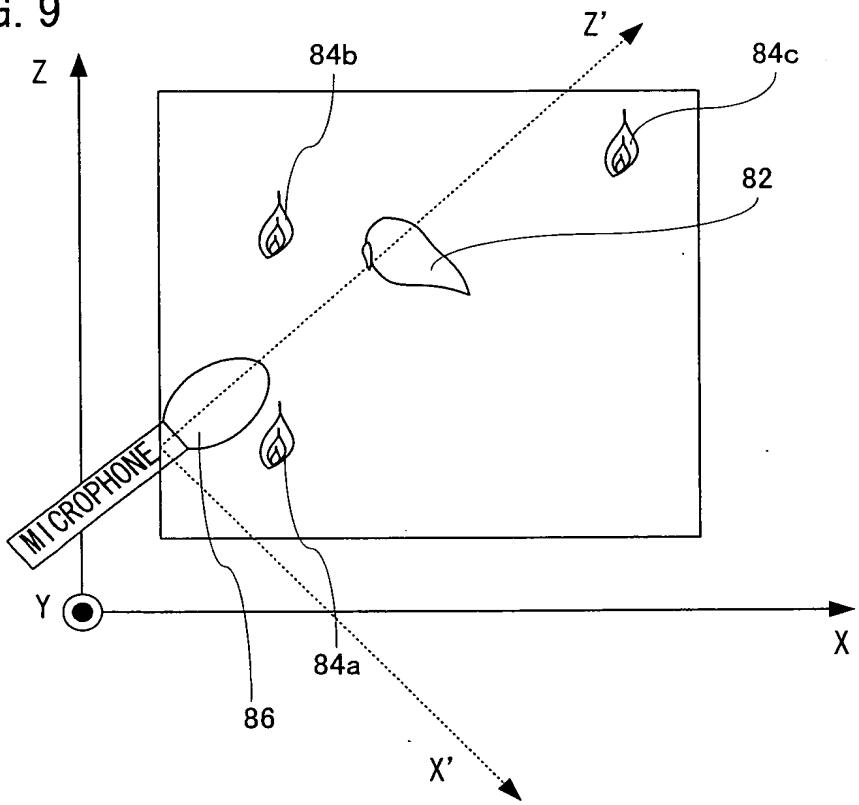


FIG. 10

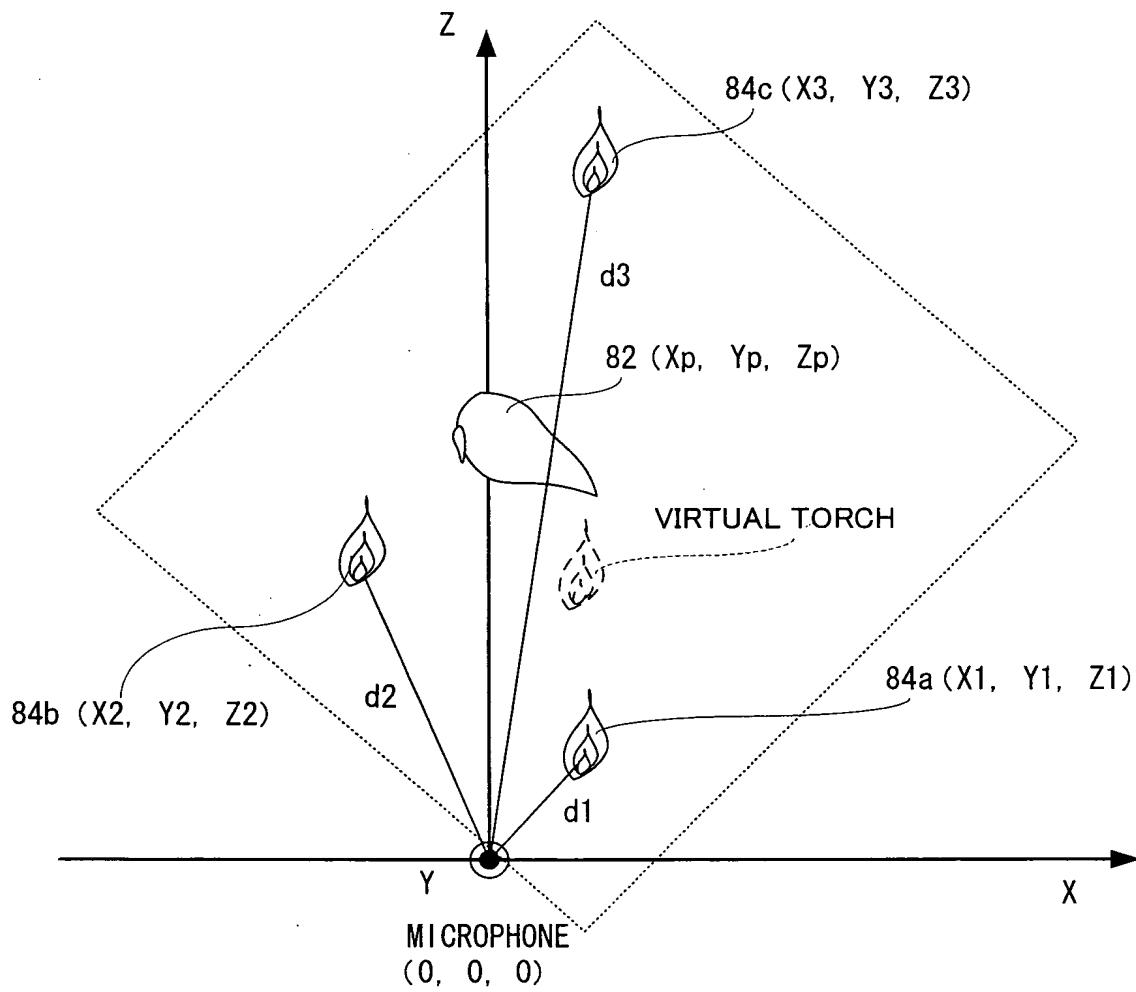


FIG. 11

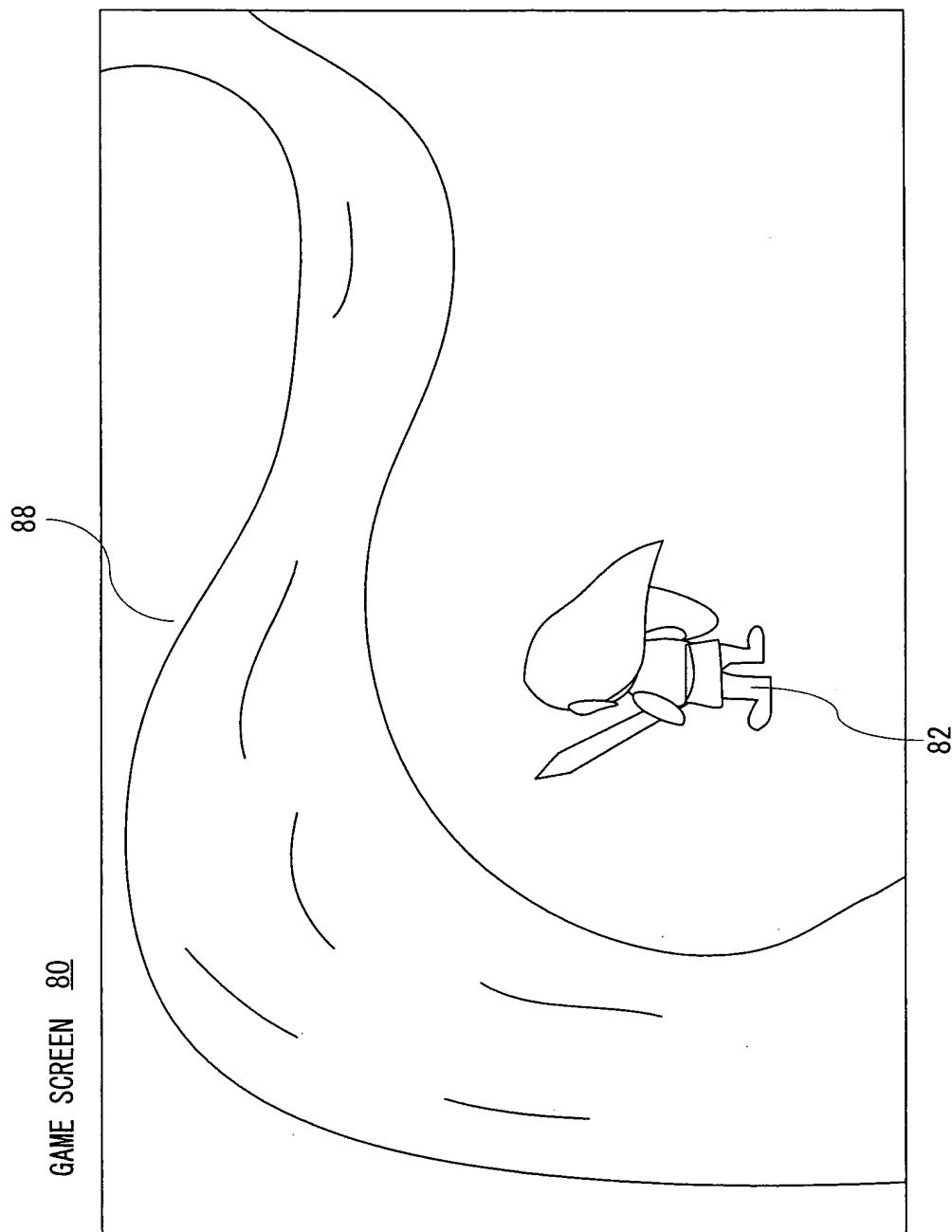


FIG. 12

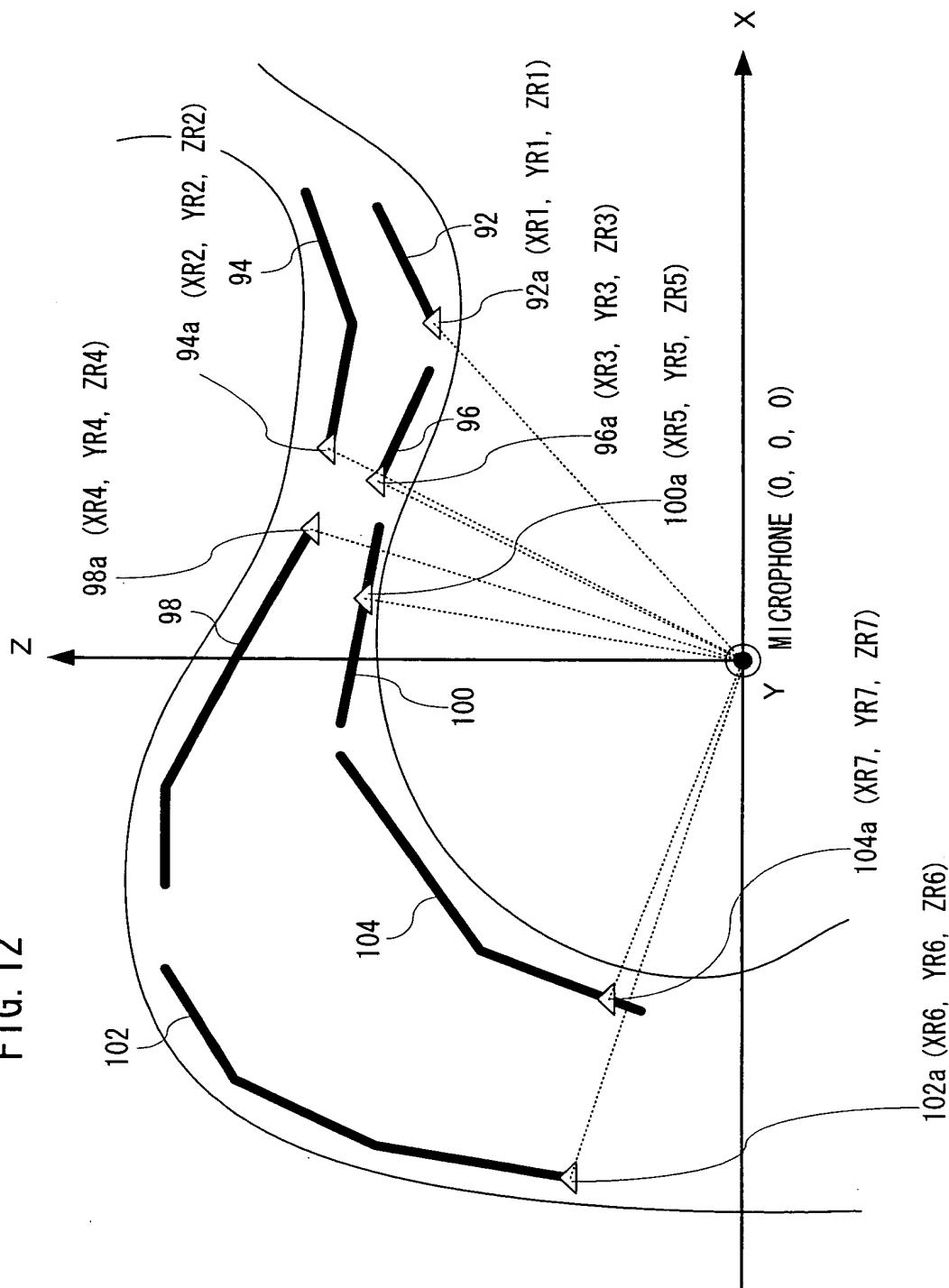


FIG. 13

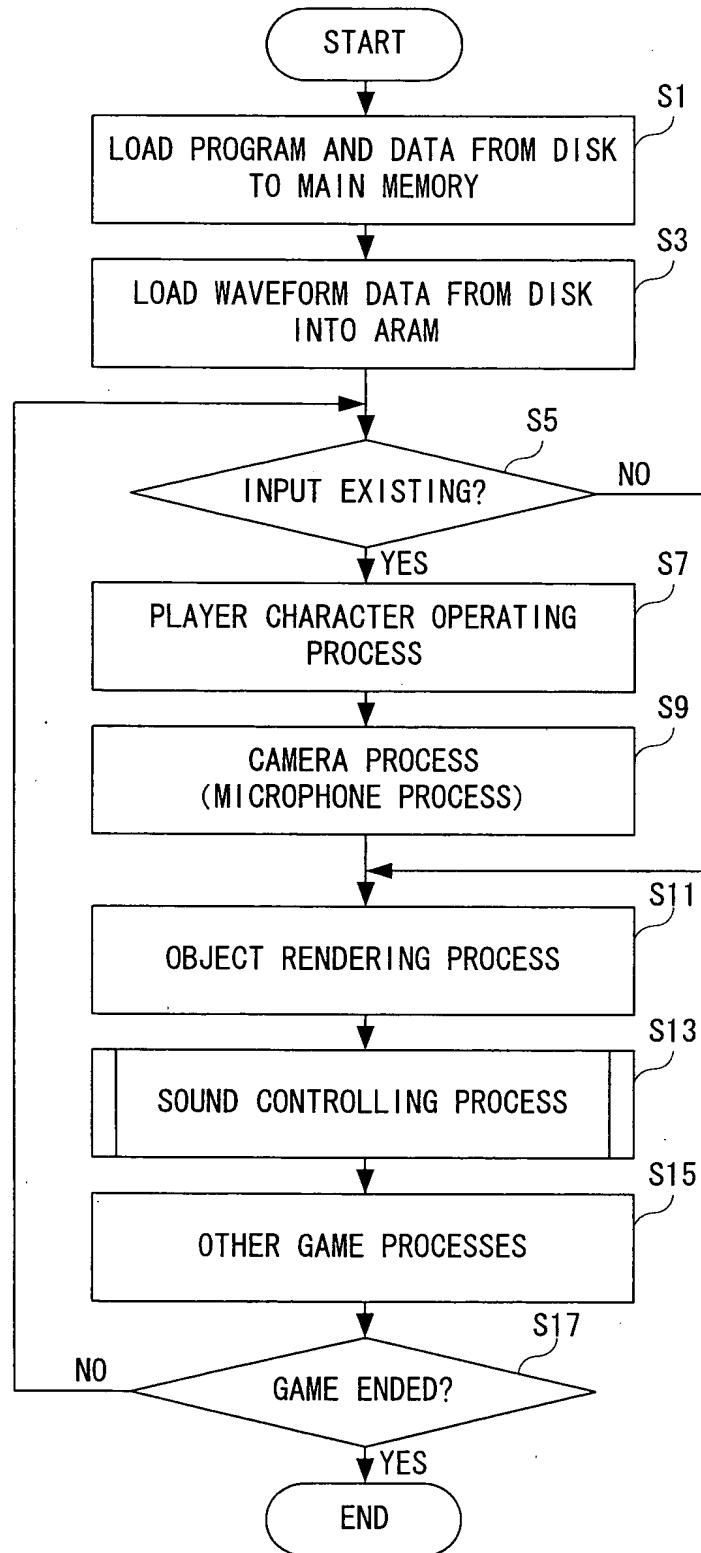


FIG. 14

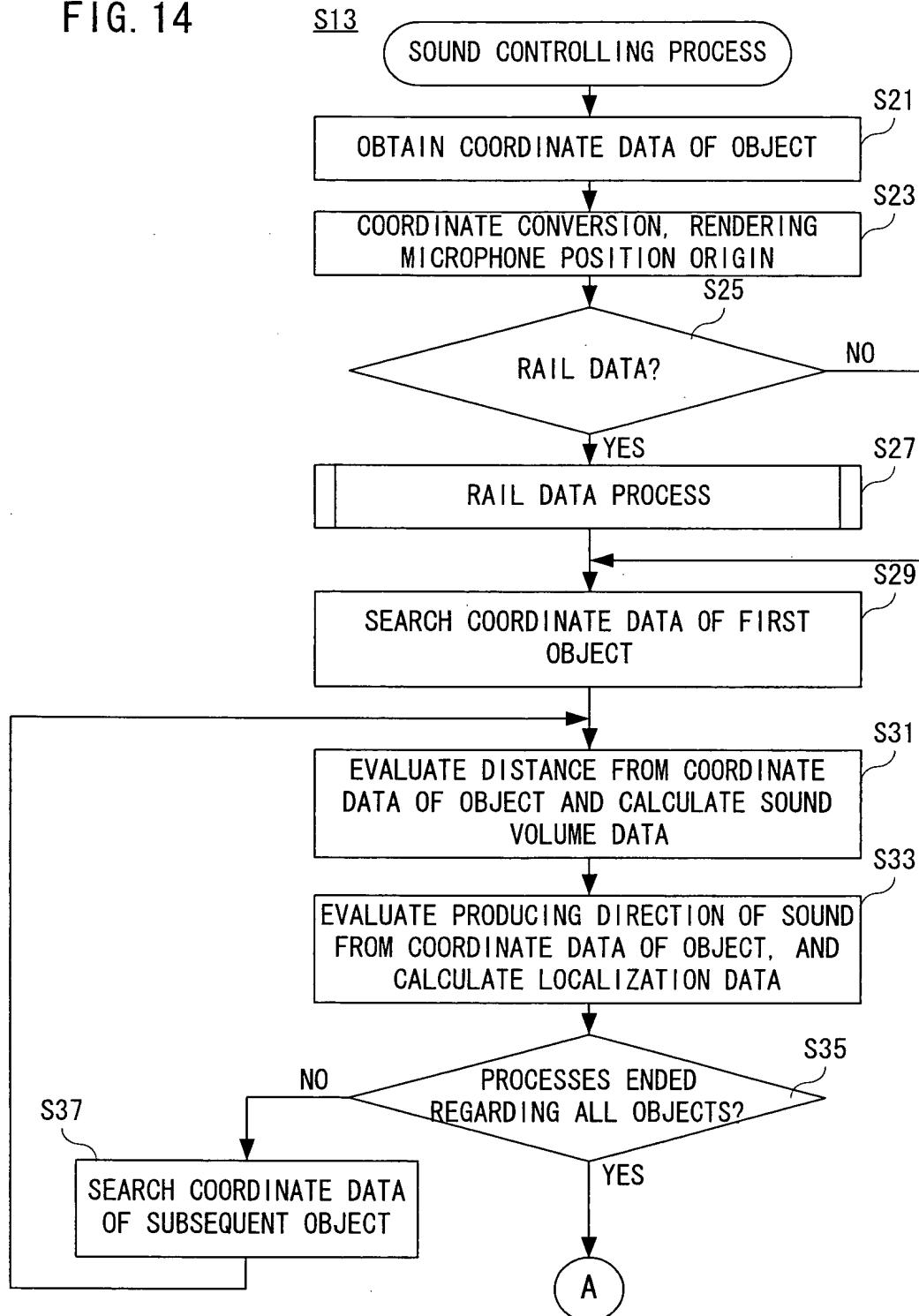


FIG. 15

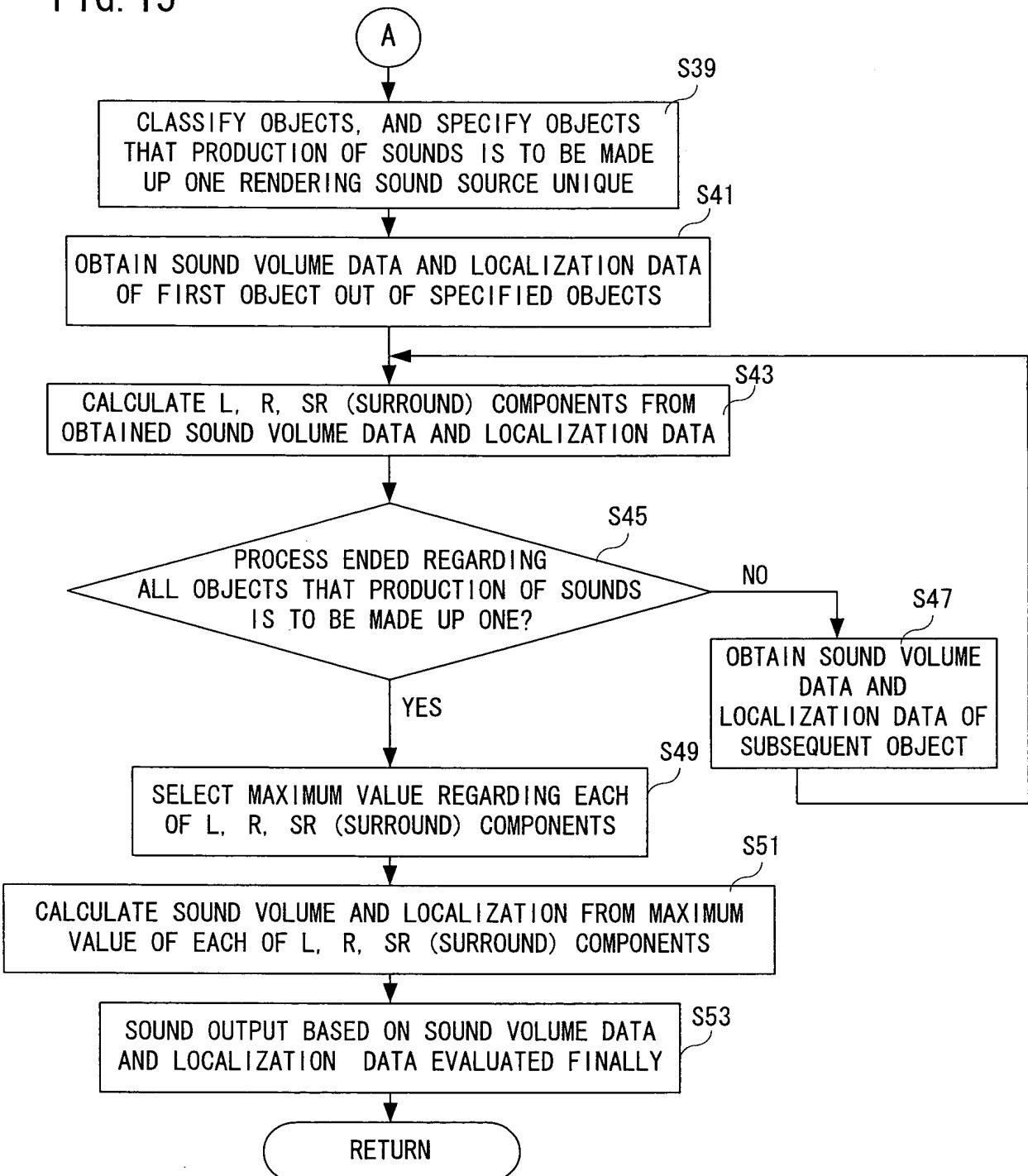


FIG. 16

